

display. The memory stores multiple data sets related to the game's visual thematic elements, sounds, and/or math. The processor selects which data set to employ for the conducted game based on a time signal monitored by the processor.--

**IN THE CLAIMS:**

Please cancel claims 27 and 28.

Please amend claims 26, 30, 32, 33, 37, 46, 49, 54 and 55 as follows.

26. (Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying game artwork for a wagering game [visual elements]; and a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said game artwork [visual elements], said processor selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to a predetermined time.

30. (Amended) The gaming machine of claim 26, wherein one of said at least two different types of game artwork has [visual elements is] a standard motif, and another of said at least two different types of game artwork has [visual elements is] a holiday motif.

32. (Amended) The gaming machine of claim 26, wherein said game artwork is [visual elements are] associated with said plurality of outcomes.

33. (Amended) The gaming machine of claim 26, wherein said game artwork is [visual elements are] unassociated with said plurality of outcomes.

37. (Amended) The gaming machine of claim 26, wherein said game artwork includes [visual elements are] characters.

46. (Twice Amended) A method of operating a gaming machine, comprising:  
displaying, on a video display, standard game artwork for a wagering game, the  
standard game artwork having a first theme [a plurality of standard visual  
elements];  
monitoring real time;  
automatically displaying, on the video display, modified game artwork [a plurality  
of modified visual elements] in response to said real time being a  
predetermined time, said modified game artwork have a second theme  
different from the first theme, the second theme being [said plurality of  
modified visual elements having a theme that is] indicative of a commonly  
known societal event that is associated with said predetermined time; and  
randomly selecting one of a plurality of outcomes of said gaming machine in  
response to a wager amount.

49. (Amended) The method of claim 46, wherein both of said steps of displaying  
include the step of downloading data corresponding to said modified game artwork [visual  
elements] from a memory device.

54. (Amended) The method of claim 46, wherein said modified game artwork  
includes [said plurality of modified visual elements include] visual elements that are selectable  
by said player so as to result in one of a plurality of random outcomes.

55. (Amended) The method of claim 46, wherein said modified game artwork includes [said plurality of modified visual elements include] visual elements that are non-selectable by said player.

Please add new claims 94-98 as follows.

94. (New) A method of operating a gaming machine, comprising:

displaying thematic game artwork for a wagering game on a video display;  
monitoring real time;  
automatically altering the thematic game artwork primarily in response to the real time being a predetermined time;  
receiving a wager; and  
randomly selecting at least one of a plurality of possible game outcomes.

95. (New) The method of claim 94, wherein the game artwork has a first theme and the altered game artwork has a second theme different from the first theme.

96. (New) The method of claim 95, wherein the second theme is indicative of a commonly known societal event that is associated with said predetermined time.

97. (New) The method of claim 95, wherein the step of monitoring real time is performed by a control system internal to the gaming machine.

98. (New) A gaming machine for conducting a wagering game, comprising:

a control system for randomly selecting one of a plurality of possible game outcomes in response to a wager amount, the control system being internal to the gaming machine and monitoring time signals;  
a video display for displaying thematic game artwork; and